

Target
1000
Points

ELVES 1000

Target
1000
Points



ELVES

GOOD

Kindred Tallspears

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	-	4	2	3	15	14/16	[140]
Elite (Melee), Phalanx Keywords: Elf, Kindred									

Kindred Archers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	5	5	4	2	2	10	14/16	[120]
Elite (Ranged) Bows (24") Keywords: Elf, Kindred									

Therennian Sea Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	5	4	2	3	12	14/16	[165]
Elite (Melee), Phalanx Bows (24") Keywords: Elf									

Stormwind Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	3	-	5	3	1	8	11/13	[140]
Elite (Melee), Thunderous Charge (2) Keywords: Elf									

Forest Shamblers*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									

Dragon Breath

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	-	4	4	2	0	12	10/12	[90]
Dragon's Breath (12", Elite (Ranged), Steady Aim) Keywords: Draconic, Elf									

Army Standard Bearer

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	4	2	0	1	10/12	[60]
Elite (Melee), Individual, Inspiring Keywords: Elf									

Elven Archmage

Hero (Cav)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	5	-	4	3	0	1	11/13	60
Lightning Bolt (5)									35
Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									25
Heal (4)									30
Mind Fog (2)									15
									[165]
Individual, Master of Magic Spells: Lightning Bolt (5), Heal (4), Mind Fog (2) Keywords: Elf									



SPECIAL RULES AND SPELLS:

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Master of Magic	This unit can re-roll all to hit rolls of a natural, unmodified 1 with Bane Chant, Heal, Hex, Lightning Bolt, Mind Fog and Wind Blast.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).